## Bisma Farhat 39967 Lab 6

```
import random
class Environment:
   def __init__(self):
        self.locationCondition = {
            'A': random.randint(0, 1),
            'B': random.randint(0, 1),
            'C': random.randint(0, 1),
           'D': random.randint(0, 1)
class SimpleReflexVacuumAgent:
   def init (self, environment):
        self.environment = environment
        self.score = 0
        self.vacuumLocation = random.choice(['A', 'B', 'C', 'D'])
        print("Initial environment conditions:",
self.environment.locationCondition)
       print(f"Vacuum is randomly placed at Location
{self.vacuumLocation}.")
        self.clean location(self.vacuumLocation)
        locations = ['A', 'B', 'C', 'D']
        for location in locations:
            if location != self.vacuumLocation:
                self.move and clean(location)
       print("Final environment conditions:",
self.environment.locationCondition)
        print("Performance Measurement: " + str(self.score))
  def clean location(self, location):
```

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```
print(f"Location {location} is {'Dirty' if
self.environment.locationCondition[location] == 1 else 'Clean'}.")
    if self.environment.locationCondition[location] == 1:
        self.environment.locationCondition[location] = 0
        self.score += 1
        print(f"Location {location} has been Cleaned.")
    else:
        print(f"Location {location} is already Clean.")

    def move_and_clean(self, location):
        print(f"Moving to Location {location}...")
        self.clean_location(location)

theEnvironment = Environment()
theVacuum = SimpleReflexVacuumAgent(theEnvironment)
```

## **Output:**

```
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        theVacuum = SimpleReflexVacuumAgent(theEnvironment)
Q
        \rightarrow Initial environment conditions: {'A': 0, 'B': 0, 'C': 1, 'D': 0}
\{x\}
            Vacuum is randomly placed at Location D.
            Location D is Clean.
            Location D is already Clean.
©<del>,</del>
            Moving to Location A...
            Location A is Clean.
Location A is already Clean.
            Moving to Location B...
            Location B is Clean.
            Location B is already Clean.
            Moving to Location C...
            Location C is Dirty.
            Location C has been Cleaned.
            Final environment conditions: {'A': 0, 'B': 0, 'C': 0, 'D': 0}
            Performance Measurement: 1
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```